



Early
Learning
Centre

Pet Vet

THE GAME WHERE YOU ARE THE PET VET, HELPING SICK ANIMALS GET BETTER

For 1 to 4 players.

CONTENTS

1 Pet Vet Game module with vet's ridiculously long arm, tweezers attached and 16 Pet Problem Pieces.

WHAT IS THE OBJECT OF PLAYING PET VET?

The basic object of the game is to play the role of the Pet Vet, helping the four sick animals get well, by removing the Problem Pieces from the sleeping Pets without waking them up. The Pet Vet has a special flexi arm which can extend to a ridiculously long length so as to reach all of the sick animals. By taking hold of the tweezers in the Pet Vet's hand, players must attempt to remove the various Problem Pieces. The Pets will make their animal sounds and the heart light will flash if players make a mistake.

THE PROBLEM PIECES....

Each animal has four Problem Pieces for the Pet Vet to remove which differ in size and shape and offer interesting challenges for steady handed Pet Vets.

TO PREPARE THE GAME...

The Problem Pieces should be placed in the spaces that appear in each animal. However only one space will have the deeper tray section showing. The Problem Pieces should be put into the exposed trays only. To find out which piece should be placed into which space, refer to the diagram overleaf.

When one tray has a Problem Piece inside, by turning the knob in the centre of the game board, other exposed trays will appear in the animals, and the Problem Piece previously placed, will disappear. This way, in four easy turns, all the trays can be filled with all the Problem Pieces and the game is ready to play. Only one Problem Piece should be visible in each animal before play can commence.

* Handy Tip: If you place all the Problem Pieces into their correct spaces and then carefully turn the central knob, the Problem Pieces will fall into the trays automatically. However care must be taken so that the Problem Pieces are correctly in place.

PLAYING PET VET (4 PLAYER)

Try to remove one Problem Piece from each animal without waking any of them up. If you are successful, turn the knob and try again. If you accidentally wake one of the animals, turn the knob and try again to remove some different Problem Pieces. Continue like this until all the Problem Pieces are removed.



pet vet

PLAYING PET VET (2 PLAYERS)

The four animal patients should be divided up between the two players. The person who can bark the loudest chooses an animal patient first. When all the Problem Pieces are in place the game begins.

Players take it in turns to try to remove Problem Pieces from their first choice animal, if they are successful they can attempt to remove a Problem Piece from their second choice animal. Players can continue to turn the knob, if they are successful, until they remove all the Problem Pieces from both animals (Total 8 Problem Pieces). If players accidentally wake any of the animals, play moves over to the next player. If no Problem Piece is available players can turn the knob until there is. The winner is the first person to remove 8 Problem Pieces.

PLAYING PET VET (3 PLAYERS)

Each player chooses one animal patient with the remaining animal acting as the 'Bonus Patient'. The player with the best 'meow' chooses first, with play following in a clockwise direction. Each player takes a turn to try to remove a Problem Piece from their animal patient. If they are successful, they can attempt to remove a Problem Piece from the Bonus Patient. A player's turn is over if; they wake the animal, if no Problem piece is available, or if they successfully remove a Problem Piece and a Bonus Piece.

Once all 3 players have had a go, then the knob can be turned and the next round is then played. If there is no Problem Piece available, the player who's turn it is, has to miss a go. If no Problem Piece is available for any player, then the knob can be turned.

When all the Problem Pieces are removed from the first choice animal and the bonus animal, players can try to remove Problem Pieces from their competitors animals if their competitors makes a mistake. Once all the Problem Pieces have been removed from all the animals, the player with the most pieces is the winner.

PLAYING PET VET (4 PLAYERS)

Each player chooses one animal patient. The player with the best 'Quack' chooses first, with play following in a clockwise direction. Each player takes a turn to try to remove a Problem Piece from their animal patient. If they are successful their go is complete, and the next player attempts to remove a Problem Piece from the next animal patient. If however the first player wakes their animal the next player can attempt to remove the same Problem Piece from the same animal, and if they are unsuccessful the next player tries and so on.

Once all players have had a go at removing a Problem Piece from their animal then the knob can be turned, and play starts again. If no Problem Piece is available for a Player they have to wait for another player to make a mistake.

Once all the Problem Pieces have been removed from all the animals, the player with the most pieces is the winner.

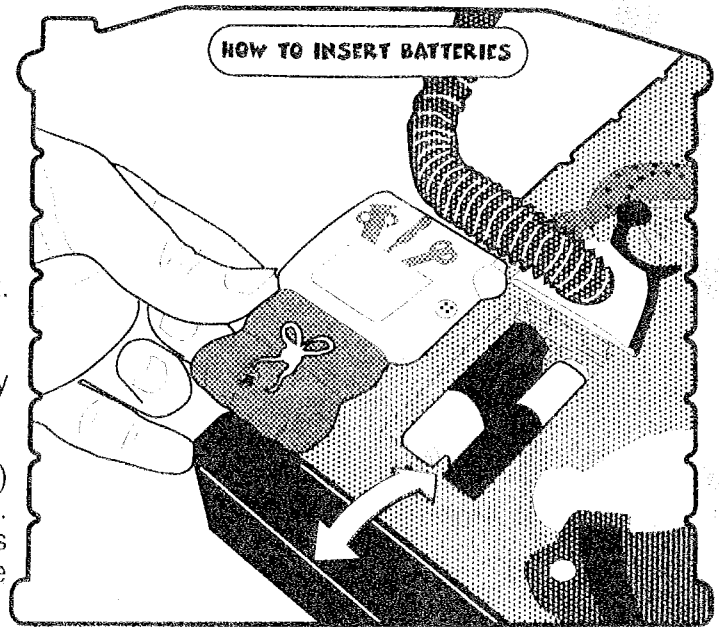


Pet Vet

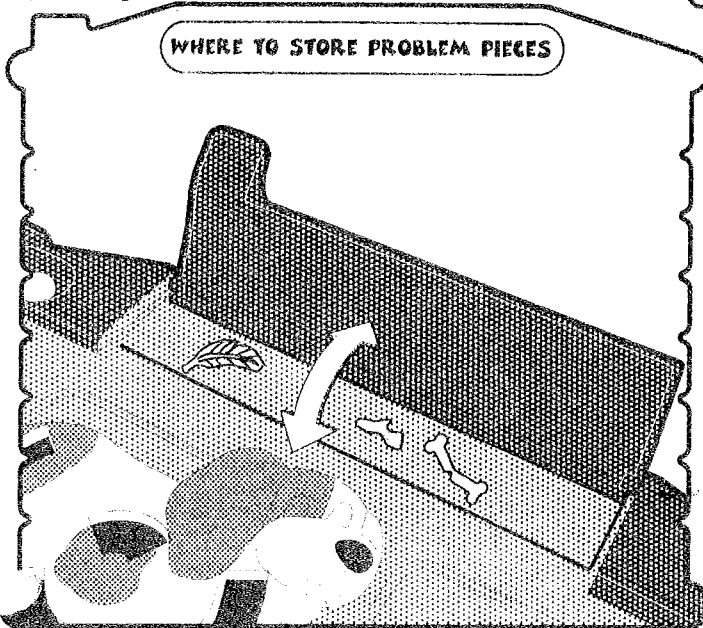
HOW TO PUT THE BATTERIES IN...

Batteries should always be installed by an adult. The battery compartment is hidden beneath the Pet Vet's jacket. You will need to unscrew the single screw to gain access to the battery compartment.

This game requires 2 x MN1500 (AA, LR6) batteries, which should be inserted as shown. Care must be taken to ensure that the Pet Vet's jacket is put back in to place correctly and the screw tightened.



WHERE TO STORE PROBLEM PIECES



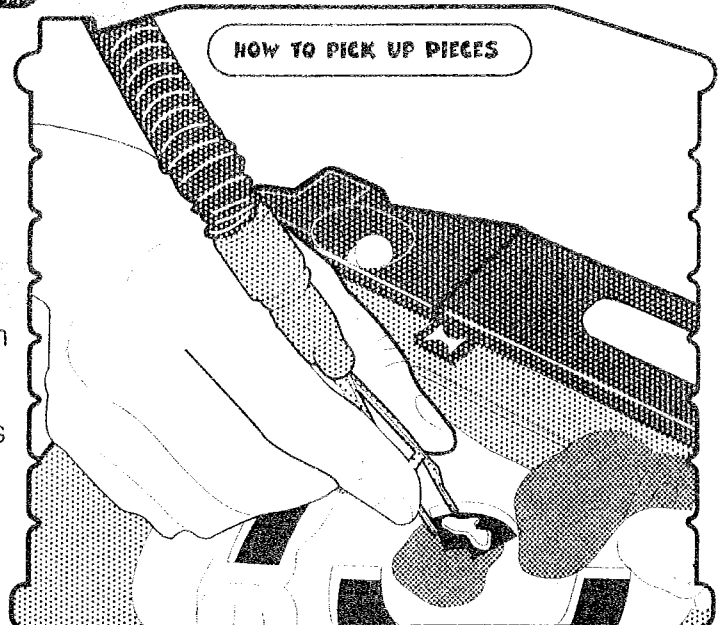
WHERE TO STORE PROBLEM PIECES...

This game has a handy storage compartment for you to keep the animal patients Problem Pieces. Simply open the compartment by pulling open the lid with the little bone detail.

CE

HOW TO HELP THE ANIMAL PATIENTS...

To help the animals get well, players must perform various delicate operations on the four animals. Players must try to pick up the Problem Pieces by using the tweezers at the end of the Pet Vet's flexible arm, without waking the animals.

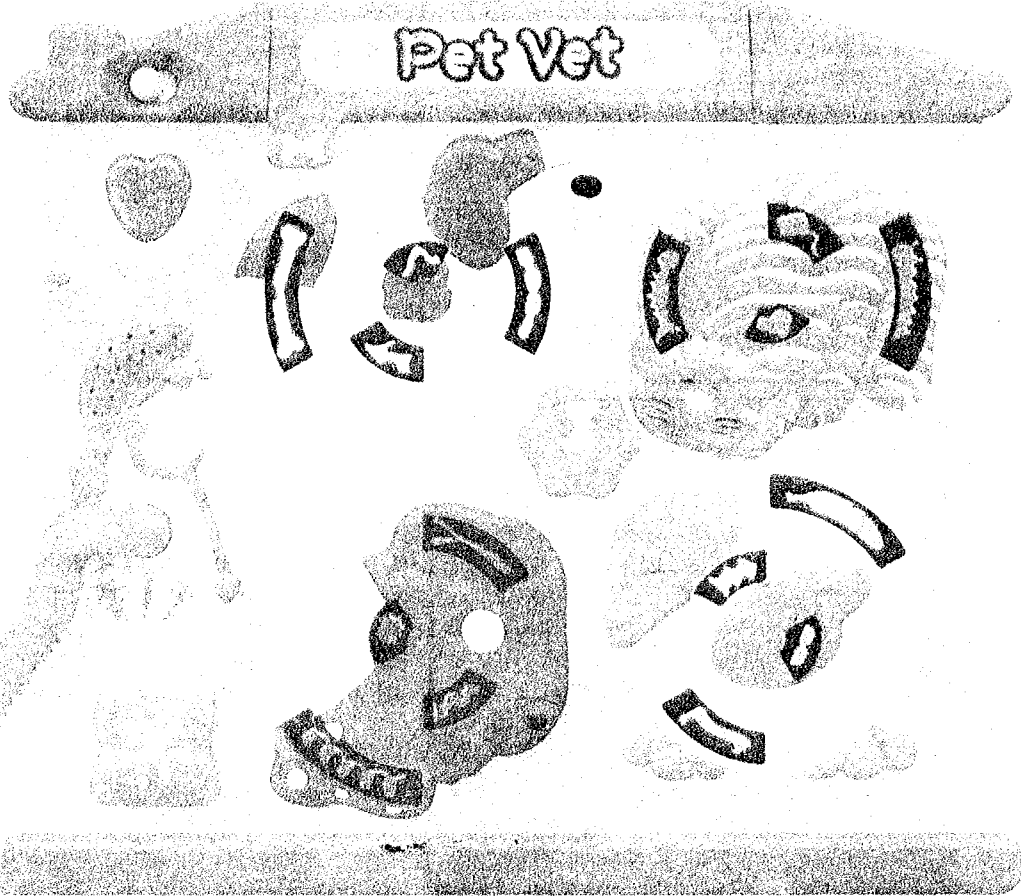




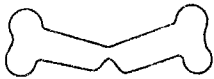
Pet Vet

WHICH PROBLEM PIECE GOES WHERE?...

This picture will help you decide which problem piece goes into which animal. There should be four Problem Pieces of the same colour, which gradually get smaller (and trickier) to pick up.



PUPPY PROBLEMS



WONKY WAG!



TOO MANY SAUSAGES!



WORM!



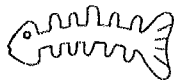
ATE A SHOE!



CAT-ASTROPHES



CAT-ERPILLAR!



BONY FISH!



BALL OF WOOL!



UNLUCKY MOUSE!



BOTHERED BUNNY



SPRING IN THE TAIL!



SPLIT HARE!



RARE BIT!



BUG'S BUNNY!



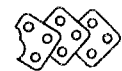
DUCKY DILEMMAS



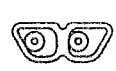
SHAKY TAIL FEATHER!



DUCK'S BILL!



QUACKERS!



PEEKIN' DUCK!